NINTENDO DS™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-4 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

EVERYONE 10+ CONTENT RATED BY ESRB

Nintendo

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See page 11 for how to save your game.

⚠CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

This is a tale from long ago. It's the tale of the first settlers of this land.

In the beginning, the people followed the spirits of good, and all was peaceful. But that era of peace soon came to an end.

The evil Demon King rose to power, destroying everything in his path. The spirits of good had no choice but to face him in battle.

The war that ensued seemed to last an eternity, and much blood was shed.

Finally, the spirits subdued the Demon King, though they could not destroy him. Their powers were greatly depleted.

With their remaining power, they buried the Demon King's spirit in the ground. They built shackles to imprison him, and a tower that acted as a lock.

These shackles cover the land to this day.

Story

In a peaceful village in the countryside lives a young boy named Link. He is an apprentice about to become an official train engineer.

On the day of his graduation, he goes to the castle to receive his certificate from the kingdom's ruler, Princess Zelda. In a secret meeting after the ceremony, Zelda tells him of the sudden disappearance of the Spirit Tracks that line the kingdom, as well as other strange occurrences. To get to the bottom of the mystery, she asks Link to take her to the Tower of Spirits.

On their way to the tower, they run into Chancellor Cole. Using dark magic, Cole separates Zelda's body from her spirit and steals her body. In spirit form now, Zelda, along with Link, eventually makes it to the tower. Upon arriving, they meet the wise Lokomo Anjean, who tells them that if all the Spirit Tracks disappear, the imprisoned Demon King will be freed.

Now Zelda and Link must embark on a journey to retrieve Zelda's body...and save the kingdom from ruin.

Characters

Link

The protagonist of our story, Link is an apprentice train engineer. Along with Zelda, he must save the kingdom from the Demon King's return.

Princess Zelda

The princess of Hyrule kingdom. Her physical form is taken by Chancellor Cole as part of an evil plot to resurrect the Demon King. She joins Link on his adventure in her spirit form.

Anjean

Guardian of the Tower of Spirits, which controls the kingdom's Spirit Tracks. She gives Link the Spirit Train.

Chancellor Cole

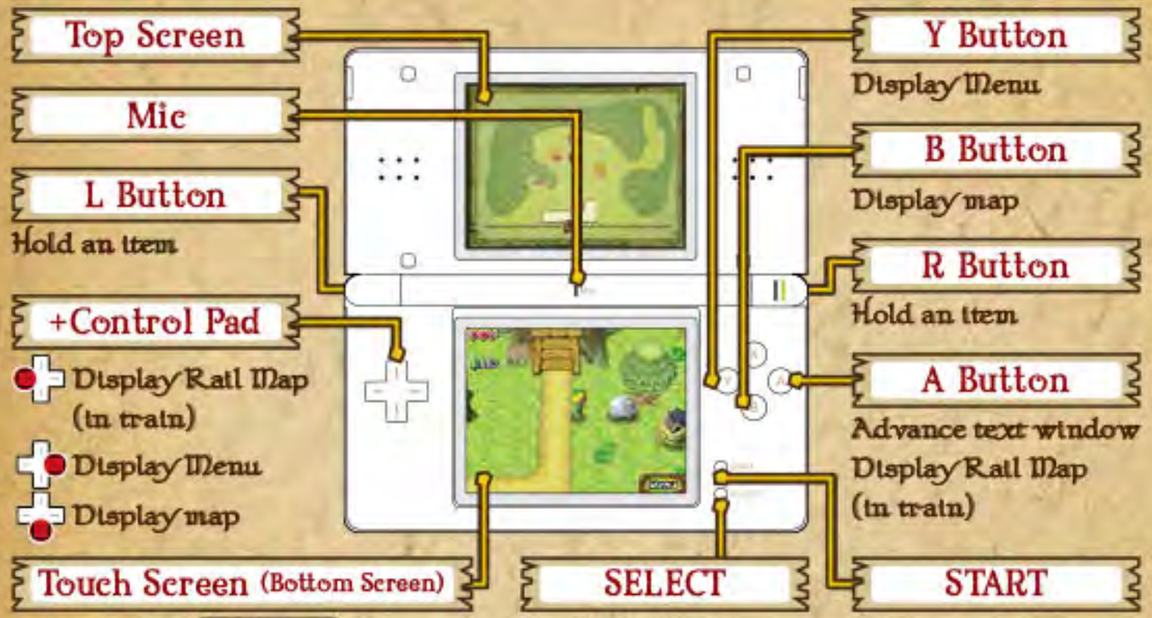
High-ranking government official. Along with Byrne, he is plotting to resurrect the Demon King.

Byrne

A descendant of a divine race. He uses dark magic to try to gain power even greater than the spirits.

Controls

The controls for this game primarily use the Touch Screen and the microphone (Mic). You can also control some game functions with the buttons.



* If you experience difficulty with voice recognition during play, try adjusting your distance or angle to the microphone.
* To minimize battery consumption when taking a break from the game, close your Nintendo DSi/DS during play to put it in Sleep Mode. Open your Nintendo DSi/DS to take it out of Sleep Mode.

Getting Started

Check that the power on the Nintendo DS system is off, then insert The Legend of Zelda: Spirit Tracks Game Card securely into the Game Card slot until you hear it click.

1. Turn the power on to display the screen on the right. Once you read the contents, tap the Touch Screen.

2. Tap "The Legend of Zelda: Spirit Tracks" on the DS Menu Screen to display the title screen.
   * The screenshot to the right shows the menu screen for the Nintendo DS/DS Lite.
   * If your system is set to Auto Mode, you will not have to perform this step. Check your Nintendo DS system instruction booklet for details.

3. Tap the Touch Screen to display the file-selection screen.

In this instruction booklet, [ ] indicates the top screen, and screenshots with a [ ] indicate the bottom screen (Touch Screen).

Select a File

When you play for the first time, tap any file marked New Game! To continue your game, tap the file with the save data that you want to play. This will take you to the file-selection screen P.12. You can create two save files.

New Game

First, you need to enter your character's name. The name already registered to the DS will be displayed, so if you want to change it, enter the name that you want to use and tap OK. Next, set the hand you use to hold the stylus. After this step, the file-creation process is complete, and you will be taken back to the file-selection screen.

Saving

Your game's progress will be saved to the file you selected on the file-selection screen. Anytime you want to save, select Save from the Menu P.13 or from the Pause menu.

* After you save and quit a game, the next time you play, you will begin from the nearest start point and not necessarily the exact place you last saved.

File-Selection Screen

To start the game, tap Start. On the next screen, tap the game mode you want to play. Tap Copy to copy the save data in one file to the other file. Tap Erase to erase the save data in a file. Tap to return to the previous screen.

* Save data that has been deleted or overwritten can't be restored, so be careful!
* When copying save data, Battle data will not be transferred. If previous Battle data exists in the destination file, that data will remain.

Choose the Game Mode

Choose Adventure P.18-23, Battle P.31-35, or Tag Mode P.36. Tap Options to adjust your game settings.

* Tag Mode becomes selectable after you get a treasure item in the game.

Options

Message Speed:	Choose between three text scrolling speeds.
Sound Settings:	Choose one of four sound settings.
Hand Setting:	Change whether you hold the stylus with your right or left hand.
Mic Test:	Test whether or not the Mic is working correctly. Blow on the Mic and the sound-level meter will show detection levels. * Try adjusting your distance/angle if you're having problems.

Game Screen

The screenshots and descriptions here are based on right-hand settings. When playing with left-hand settings, some of the displays will be flipped to the other side.

Main Screen

Tap MENU from the main game screen to display the Menu bar.

Life Gauge
This decreases if you get hit by an enemy or fall into the water. Lose all hearts and it's game over P. 23.

Rupees

Potions
Tap these single-use items to use them immediately.

Save P. 11

Map P. 16

Equippable Items P. 24

Equipped Item

Menu
Tap to show or hide the Menu.

Spirit Flute P. 26

Collection P. 14 **Map/Rail Map** P. 17

Collection Screen

Tap Collection on the Menu bar to view equipped items, special items, train parts, treasure, and Spirit Flute songs you've learned P. 26.

Equipped Items

Key Items
Important items you've gathered during your adventure.

Train P. 15

Treasure P. 15

Spirit Flute Songs

Special Items
Shows how many arrows and bombs you have.

Prize Postcards
Post these in a mailbox and you just might win something.

Stamp Book P. 15

Letters P. 15

Swap Screens
Touch here to swap screens.

Train

View the train cars you have so far. If you have more than one of a single car type, you can swap them at Alfonzo's house P.30.

Type of Train P.30

Treasure

View the treasure items you've collected so far. If you take your items to Linebeck Trading, Linebeck will let you exchange them for train parts or sell them P.30.

Stamp Book

View the stamps you've collected in your stamp book so far. Once you acquire a stamp book, you can get stamps from the many stamp stations throughout the game.

Letters

View the letters you've received so far. As you meet new people in the game, they will send you letters. You can check for and receive new letters at any nearby mailbox.

Map

Display a map of your current location. During regular game play, this screen appears on the top screen. Press + or tap Map on the Menu bar to move the map to the Touch Screen, where you can make notes on it. In a dungeon, you can also view maps of the other floors.

Memo/Erase

Write and erase notes on your map using your stylus. Tap these options to switch between writing and erasing.

Change Floors

You can view a map of any floor in a dungeon that you've already visited.

Map Icons

These are just some of the icons you may see on the map.

- Current Location
- Houses and Shops
- Key
- Stairs
- Place where something changed
- Phantom P.22

Memo

During your adventure, you'll learn things from people and discover many things on your own. A lot of this information is vital in helping you progress in your journey and in solving puzzles. Write it all down! If you think a piece of info will come in handy later on, make a note of it!

Rail Map

Tap Rail Map on the Menu bar to look at the Rail Map.

Your Maps

Tap an area to enlarge it. You can also tap an individual town or place you've already visited to view a map of the location.

Uncharted Areas

You can view these areas once you get the Rail Maps for them.

Memo/Erase

Write and erase notes on your map.

Current Location (when traveling by train)

Spirit Tracks

New tracks are added whenever you get a new section of the Rail Map.

Station

Actions

Most of Link's actions can be performed by tapping or sliding your stylus on the Touch Screen.

Basic Actions

Walk/Run/Jump/Roll

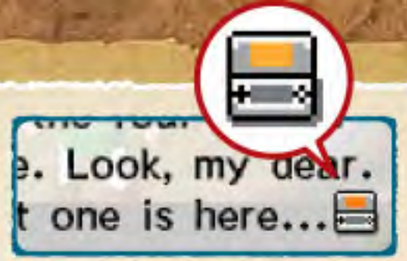
Link will move in the direction that you touch. Touch and hold the stylus on the Touch Screen close to him to walk, or farther away to run.

Run over small gaps in the ground to jump automatically.

Tap two times in the same spot to roll in that direction.

Talk/Read Signs

Talk to people or read signs by tapping them. You can also tap anything that looks suspicious.



When a DS icon appears in a text window, make sure to look at the top screen.

Pick Up/Throw

Tap rocks and pots to pick them up. To throw them, simply tap the place on the ground you want them to land. They will break when they hit the ground. You just might find something nice inside.

Just tap the place you want to throw the item!

Sword Techniques

In addition to attacking enemies with your sword, you can also cut grass, break pots, and flip switches.

Targeted Attack

Tap right on an enemy to immediately attack and swing your sword in the direction of that enemy.

Side-Slash Attack

Quickly slide the stylus in the direction you want to swing your sword to attack in that direction.

Slide your stylus perpendicular to the direction you're facing to swing your sword.

Slide your stylus in the direction you're facing to stab in that direction.

Spin Attack

Slide your stylus in a circle around Link to swing your sword around and perform a spin attack. Be careful, as you'll get dizzy if you perform this attack too many times in a row.

Draw a large circle around Link.

This move comes in handy when you're surrounded by enemies or when you want to cut a lot of grass.

Grab → Push/Pull

Tap blocks to grab them, and then tap one of the arrows to move them in that direction. Tap and hold the arrow to continue moving. Some blocks can't be moved.

First, tap the block to grab hold of it...

Next, tap an arrow to move it in that direction.

Controlling Phantoms

In the Tower of Spirits, you'll encounter enemies called Phantoms. They can't be defeated, but they may be controlled. First, collect Tears of Light ( ) to power up your sword. Then, hit a Phantom in the back to allow Zelda's spirit to enter its body.
When possessed with Zelda's spirit, a Phantom generally follows Link, but you can draw separate paths for it to take, or make it stop walking.

Phantom

If a Phantom hits you, you must start again from the level entrance. Try to stay out of their sight.

Set a Path

Touch and hold at the Phantom's feet and drag your stylus to draw the path you want it to take. Touch at any time to make the Phantom stop.

Draw a line for the Phantom to follow...

As long as it doesn't hit an obstacle, it will follow the path that you've drawn.

Whenever you want it to stop, tap .

Switch Control

If Link and the Phantom get separated, you can tap or to switch points of view.

When controlling Link, touch to...

switch the view to the Phantom's surroundings.

Call the Phantom

If you get separated from the Phantom, tap to call it to wherever you are. The Phantom may not always be able to reach you.

Game Over

When your Life Gauge P. 13, 28 becomes empty and your game ends, two menu options will appear. Tap Continue to retry from where you were before your game ended, or select Save and Quit to save your game and return to the title screen.

* When you select Save and Quit, you will be asked if you want to save. If you choose not to save, the next time you start your game, you will resume at your previous save point.

Items

Some items must be equipped before you can use them, and some items can be used right away. Try using equipped items in all kinds of ways!

Using Equipped Items

When you get a new item, it will appear equipped in the upper-right corner of the screen. When you want to use the item that you've equipped, tap the icon (or hold down the L or R Button) to hold it. Then you can use it! Tap the Menu bar to equip a different item. Each item is used differently after it's equipped.

Equip:
Tap the item you want to equip.

Hold:
Tap the icon in the upper-right corner to hold it.

Put Away:
Tap the icon on the upper-right corner again to put it away.

Whirlwind

Blows a gust of wind in the direction you're facing. Use it to knock enemies back and solve puzzles. To use it, position Link so he's pointing in the right direction, then blow into the Mic.

Aim the whirlwind...

Then blow into the Mic to launch a gust of wind and knock enemies back in its path.

Boomerang

Use your boomerang to attack enemies, break pots, and flip switches. To use it, draw the path you want it to travel with your stylus. As long as it doesn't hit an obstacle, it will follow the path that you've drawn.

When You're Stuck, Gather Info

If you get stuck during your adventure, search all the areas you can. Besides reading signs, statues, and notes, talk to all the people you can. You'll be surprised at the information you are able to learn.

Spirit Flute

This is an item you acquire in the game. Use it to play special songs at designated places to uncover secrets. When you select the Spirit Flute from the Menu, the screen to the right appears. To play it, use the Touch Screen to select the note you want to play, and blow into the Mic.

Selecting a Note

Slide the Spirit Flute to line up the note you want to play.

Use Items to Solve Puzzles

Some puzzles in the game can't be solved unless you use your equipped items wisely. Sometimes you have to use a combination of items and moves, so experiment!

Replenishing Items

As you defeat enemies, cut grass, or break pots, you'll find hearts and Rupees that you can pick up by walking over them. They are hidden in a variety of places, so try different ways of finding them.

Heart

This will replenish some of your Life Gauge P.13.

Rupees

Pick these up to earn Rupees you can spend at shops. The value of a Rupee depends on its size and color.

Heart Containers

If you find a Heart Container, the maximum number of hearts in your Life Gauge will increase by one, and your Life Gauge will fill completely.

Train Travel

When you get your train, you can use it to travel to places and even transport passengers and cargo. New tracks will open up to you as you get new portions of the Rail Map.

Train Screen

Current Location

The blue spotlight is what you're currently looking at.

Train's Life Gauge

This will decrease if you hit cows or enemies. Any damage you take will be repaired when you stop at a station.

Remaining Cargo

This decreases if an enemy attacks you.

Train's Surroundings

Touch the screen to look around.

Route

Touch this to change your route.

Steer Left and Right

Train Whistle

Slide your stylus to blow the train whistle.

Gearbox

- Faster
- Slower
- Brake
- Reverse (Emergency Brake)

Menu

Not all items from the main screen P.13 are displayed while riding the train.

Route Screen (Drawing Your Path)

When traveling by train, you will start by drawing a path for your train on the Route Map. Slide the feather pen to draw the route in one line. If you're happy with the route you've drawn, tap Go! If your destination is a station, the name of the station will appear.

Route Pen

Look Around

Traveling by train can be dangerous, and enemies and even pirates might attack you. You'll have to blow your whistle to scare off enemies or redraw your route to avoid things, so always pay attention to your surroundings.

Linebeck Trading

As you progress in the game, you will be able to visit Linebeck Trading, which lets you bring in treasures you've collected during your adventures and trade them for train parts. When you select the part you want, the screen will show the treasures Linebeck wants in exchange. If you have the treasures, you can acquire the parts by selecting Buy. You can also sell your treasures for cash. To do this, select the treasure you want to sell, select the quantity, and tap OK.

Alfonzo's House (Train Shop)

Located in Aboda Village, this is where you go to swap out train parts. To do so, first tap the train-car type you'd like to switch and then make your selection. The top screen will display what your updated train will look like. If you are happy with your selection, tap OK to confirm the swap.

Types of Train Cars

- Train Engine
- Cannon
- Passenger Car
- Freight Car

Battle Mode and Tag Mode

Play with others using the wireless communications function of your Nintendo DS system. You can play a multiplayer battle with your friends and even exchange items with others using Tag Mode.

Getting Started in Battle Mode

In Battle mode, you can play with up to three other players. To play a Battle game, choose Battle from the mode-selection menu P. 12.

Name
This is the name you will use in battle.

Total Battles Fought

Battle Menu P. 32

Total Wins

Rank
This is your current skill level in Battle mode. Your rank will go up the more battles you win.

Battle Menu Options

Choose from one of the following options.

Create a Group (DS Wireless Play)

Host a battle for others to join. When the other participants have joined, tap Close Room. Then tap the battle P. 34.

Before you begin DS Wireless Play, read "DS Wireless Play" on pages 33 and 37.

Recruiting Players

Stage Selection

Join a Group (DS Wireless Play)

Join a group hosted by another player. Once you are successfully connected via DS Wireless Communications, the names of available hosts will appear. Make your selection and wait for the host to confirm the group. The host will then select the stage, and the battle will begin!

Player List

View the stats of all of the opponents you've battled.

Playing Battle Mode Using DS Download Play

DS Download Play lets you play Battle mode with friends without Game Cards. Up to four people can play using a single Game Card. To play using DS Download Play, the host (the DS system with the Game Card inserted) must first select Create Group from the Battle menu. The guest system (the DS system without the Game Card inserted) will then need to download the game data according to the instructions in "DS Wireless Play" P. 37 and wait for the host to confirm the group.

Start the Battle!

The goal in Battle mode is to see who can get the most yellow triangles, called Force Gems. The player with the most Force Gems at the end of the match wins.

Basic Rules

The only rule is to move your character around the battle stage to collect as many Force Gems as you can. The basic controls are the same as in Adventure mode, but you won't have a sword or any other weapons.

Player 1 is green, Player 2 is red, Player 3 is blue, and Player 4 is purple.

About Force Gems

You pick up Force Gems simply by coming in contact with them. But be careful. You can just as easily lose them when you are attacked by Phantoms or other players or fall into a pit. When this happens, you lose some Force Gems. Hurry and get them back!

Battle Screen

Your Force Gems

Player Location

The color will depend on which player (1, 2, 3, or 4) you are.

Item

Force Gem

Phantom

The yellow spotlight shows the direction it's facing.

Pitfall Switch

Time Limit

The battle ends when the clock hits 00:00.

Battle Mode Wheel

A special Battle mode item ( ) appears on the stage during battles. When a player gets it, the wheel randomly bestows one of four possible results.

Thunder	Strikes nearby opponents with a jolt of lightning.	Force Gem	This will scatter Force Gems around the player.
Pitfall	Hidden pitfalls will appear throughout the stage, and only the player who gets this item can see where they are.	Invincibility	The player will become invincible to Phantom attacks for a short period. If the player runs into opponents, they will drop and scatter their Force Gems.

Tag Mode

Exchange items with other players through Tag Mode. If your DS is in Tag Mode, and it's within range of another DS in Tag Mode, you can automatically swap items.

Before you begin Tag Mode, prepare first by checking the next section, "DS Wireless Play."

1. Select Tag Mode from the mode-selection screen P. 12.

2. Put the treasure items you'd like to trade into the buckets (up to three) and tap Trade. This will put your system into Tag Mode.

3. When you want to end Tag Mode, tap Quit. If you had a successful trade, your new item will appear on the screen.

It's OK to close your Nintendo DS system while in Tag Mode—it will continue to search for other players.
While in Tag Mode, battery consumption will be greater than during normal play, so be careful!

DS Wireless Play

- What you need:

Nintendo DS / Nintendo DS Lite / Nintendo DSi ···· One for each player (up to four)
The Legend of Zelda: Spirit Tracks Game Card ····· One for each player (up to four)

Steps

1. Check that the power on each of the DS systems is off, and then insert a DS Game Card into each of the DS systems.
2. Turn the power on each of the DS systems ON. The DS Menu will appear.
3. Tap The Legend of Zelda: Spirit Tracks.
4. Refer to page 33 for the remaining steps.

DS Download Play

- What you need:

Nintendo DS / Nintendo DS Lite / Nintendo DSi ···· One for each player (up to four)
The Legend of Zelda: Spirit Tracks Game Card ····· At least one card

DS Download Play allows your friends to play Battle mode even if they don't have a copy of the game.

Steps for the Host (DS System with Game Card)

1. Check that the power of the DS system is off, then insert the DS Game Card into the DS system.
2. Turn the power on. The DS Menu will appear.
3. Tap The Legend of Zelda: Spirit Tracks.
4. Refer to page 33 for the remaining steps.

DS Menu

Steps for the Guest (DS System without Game Card)

1. Turn the power on. The DS Menu will appear.
2. Tap DS Download Play, and a game list will appear on the screen.
3. Tap The Legend of Zelda: Spirit Tracks. The download-confirmation screen will appear.
4. If it's correct, tap Yes. The data will be downloaded from the host.
5. Please refer to page 33 for the remaining steps.

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